
Captain Flinn
and the
Pirate Dinosaurs
52 x 11' HD
ZDF STUDIOS

Captain Flinn and the Pirate Dinosaurs

52 x 11' HD



Key Parameters

Title: Captain Flinn and the Pirate Dinosaurs

Format: 52 x 11' HD

Genre/Subgenre: Junior / Animation

Target Audience: Preschool and older children

Focus: Comedy, adventure, swashbuckling, silliness, pirate humour

Logline: Captain Flinn and the Pirate Dinosaurs –
Set sail for the sea of excitement!



Set sail for the sea of excitement!

USPs:

- Based on award winning picture books by Giles Andreae and Russell Ayto
- Two childhood passions – dinosaurs and pirates – come together in one great cartoon series
- Swashbuckling pirate adventures and silly fun stories that make kids laugh



Silliness sets sail!

CAPTAIN FLINN AND THE PIRATE DINOSAURS is an animated television series of 52 x 11 minute episodes. It is a fantastical action-adventure comedy for a target audience of preschoolers and older children.



Two childhood passions – dinosaurs and pirates – come together with wit and cheek in this dino-pirate cartoon series. This is a world where everyone is a pirate – kids, dinosaurs and just plain silly adults, sailing the Seven Seas and beyond. Each episode is full of swashbuckling fun as four pirate kids set sail in their pirate ship, the Acorn, to right wrongs of the despicable Pirate Dinosaurs and have a LOT of fun doing so.

These four seafarers boldly go where no young ones have gone before in silly pirate adventures full of vivid action and lots of fun.

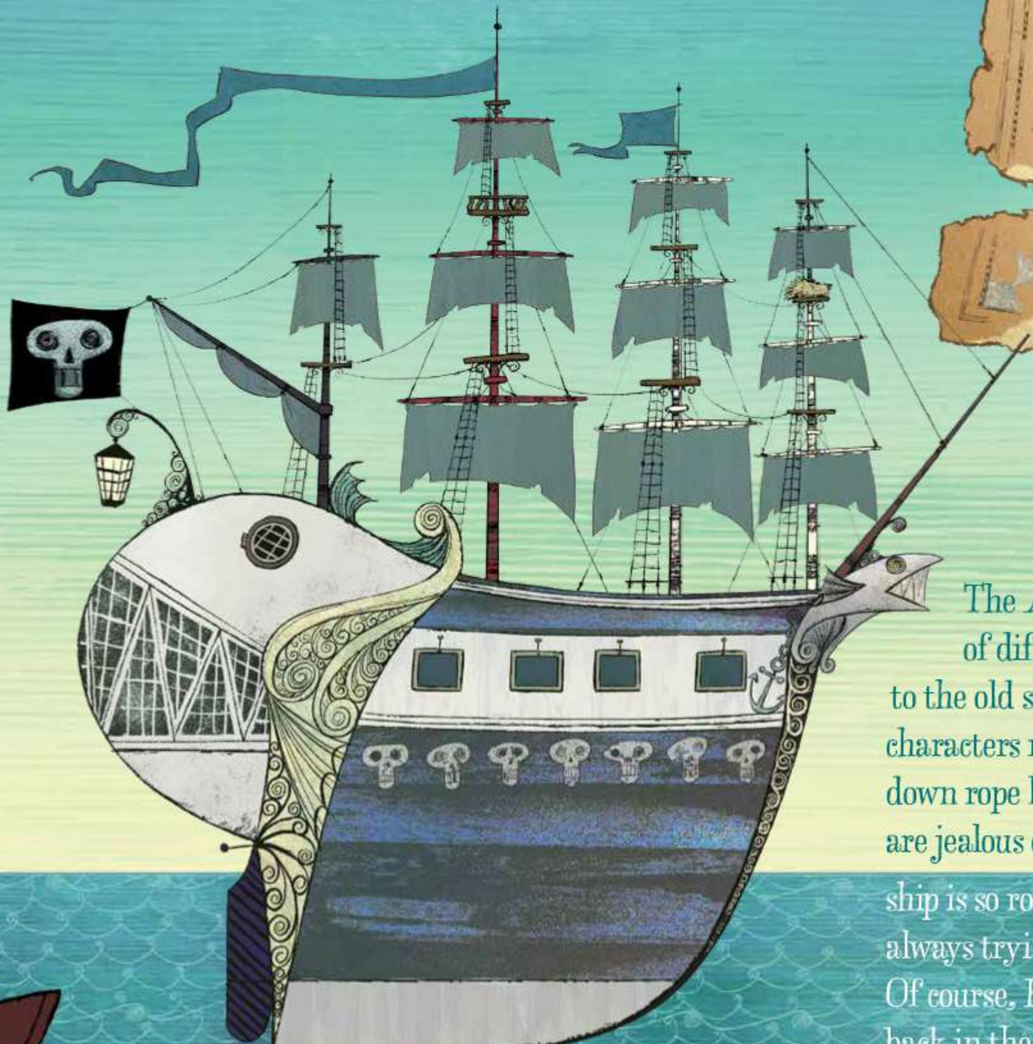


Based on the award-winning picture books of the same name by the highly talented author/illustrator duo Giles Andreae and Russell Ayto. Published by Puffin Books.



The World

Captain Flinn and his pirate crew's world is the Seven-and-a-half Seas, a sparkling ocean with jungle islands, sandy beaches and treasure caves. They sail about on their sturdy ship, The Acorn. There are plenty of places to visit, from Bag O' Bones Island, home to those rotten reptiles the Pirate Dinosaurs, to Bag O' Bananas Island, home to some very cheeky monkeys.



The Acorn

The Acorn is Captain Flinn's sturdy pirate ship. Below deck it is a labyrinth of different rooms, from the galley, to the Captain's quarters to the old sock room. It is often seen as a cross-section with characters running from one room to the next, up stairs and down rope ladders. The Pirate Dinosaurs are jealous of the Acorn as their pirate ship is so rotten (just like them) and are always trying to find new ways to steal it. Of course, Flinn and his crew always win it back in the end. The Acorn used to belong to Captain Stubble, but he gave it to Flinn and the other kids, so he could stay below deck safely making custard.



CHARACTERS

Captain Flinn & His Crew

(THE GOODEST GOODIES)







CAPTAIN FLINN



Bold, cheeky, smart and fun, CAPTAIN FLINN is Captain of the Acorn, and swashbuckling leader of the pirate gang. Stubbornly refusing to ever be scared of a mere Pirate Dinosaur, his name would strike fear into the hearts of every creature on the Seven-and-a-half Seas... if they had hearts (which the Pirate Dinosaurs do not).

Flinn is a brave crusader, facing up to mean, greedy Pirate Dinosaurs in every episode, knowing that if you stand up to them you might just find they're not as tough as they pretend.



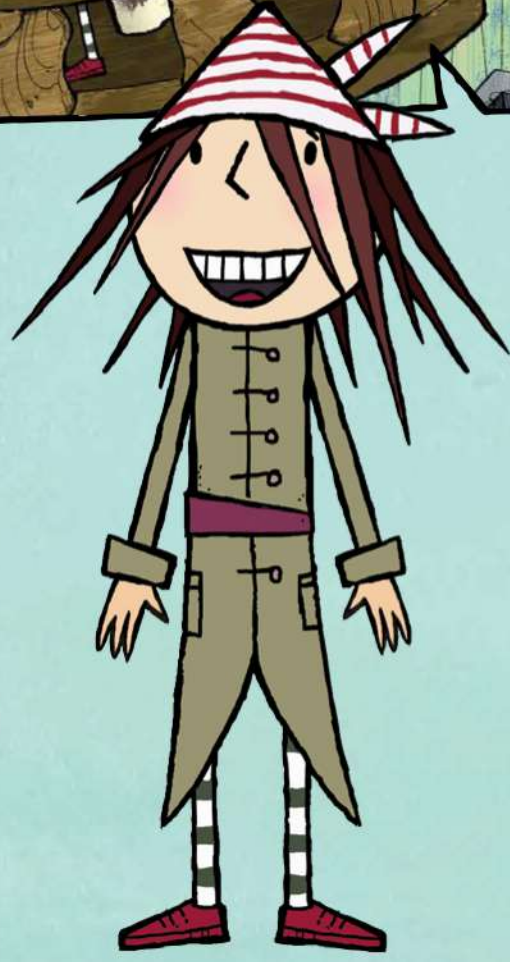


VIOLET

110% ready for daring adventures, there isn't a Pirate Dinosaur alive that can tell this valiant girl what to do – unless, somewhere, there's one who knows pirate kung-fu. A bold female lead, Violet is even more likely than Flinn to leap without looking, whether it be swashbuckling or fooling the enemy.



She's the first mate on the ship, positioned in the lookout on top of the mast. Violet really wants to be the Captain and is ever ready to jump into Flinn's shoes.







TOM



Don't let his glasses and shyness fool you. Tom can reason or swashbuckle his way out of any pickle. Tom will take the coordinates of excitement, multiply them by the latitude of danger and if there's a wrong that needs righting, he'll take his telescope and his Big Book of Piratey Facts and follow Flinn into dangers untold.

As the Navigator of the Acorn, he is often at Flinn's side. His hat is a map folded into a pirate hat. He is a great inventor of instruments and other useful items. His Big Book of Piratey Facts contains useful pirate information whenever they need it, such as a map to the Magic Cutlass or the whereabouts of Poseidon's Plughole, the big plughole at the bottom of the sea.







PEARL



Pearl is sweet and polite – until one of her friends needs help. Then watch out! She'll out pirate the Pirate Dinosaurs when that's what's called for. And if a ferocious T Rex is about to eat her she's more than likely to tell him to floss his teeth before he does. Manners are important to Pearl, as is good hygiene. She is poised and friendly at all times, because after all even pirates need friends.

Pearl can be a bit of a neat freak. She regularly polishes the ship's door handles – and launders the sails. Pearl believes that deep down there's good in everyone – even Pirate Dinosaurs.





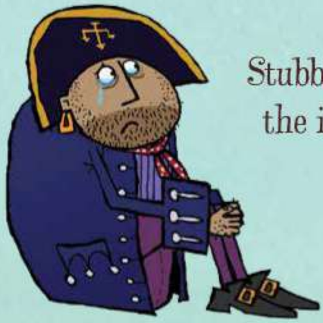




CAPTAIN STUBBLE

Captain Stubble is a cowardly pirate who used to be the Captain of the Acorn, but now prefers Flinn to be the Captain so he can stay below deck and cook custard. This is because it gives him an excuse not to do anything dangerous. He has a faithful toucan called Russell, who has a wry take on Stubble, calling 'Cowardly Custard! Cowardly Custard!' at the most embarrassing moment!





Stubble makes custard in every flavour from old socks to seaweed and squid. He is blind to the idea that people don't like his custard and would be horribly offended if he found out.



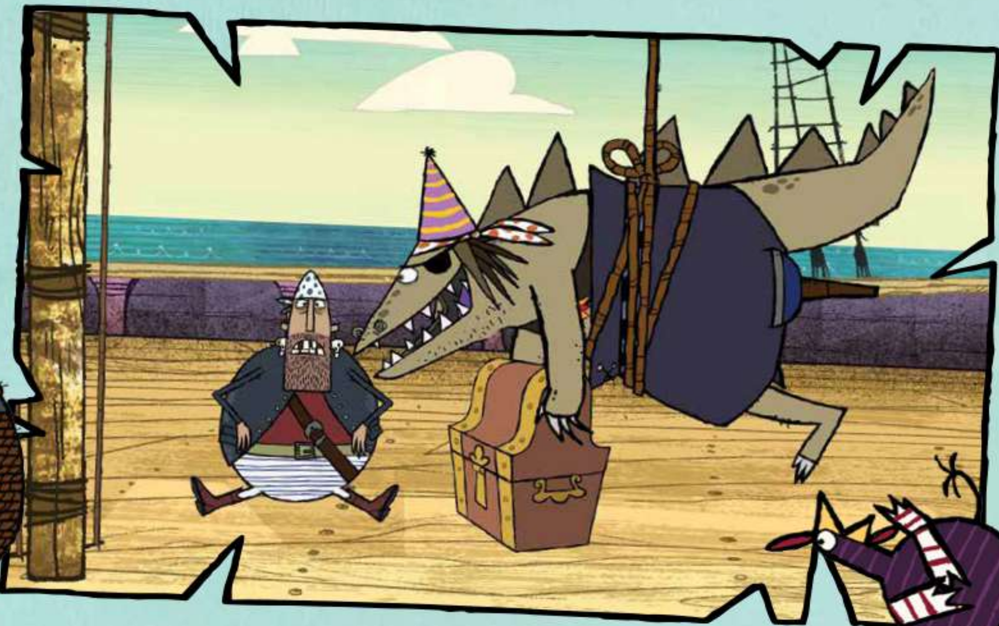
RUSSELL

Stubble's faithful toucan, Russell, sits on his hat and reminds him that he wobbles and quivers just like his custard.

CAPTAIN GURGLEGUTS









Captain Gurgleguts is a pirate who constantly needs saving. He is a big sobbing baby. He is always losing his treasure and everything else he owns, including his nerves. He's afraid of his mummy. We never see her – we only see the others' shocked reaction to her photo, which he carries in a locket.

Gurgleguts doesn't want to be a pirate – he's only being one because his mummy wants him to be. Therefore he's always secretly trying new careers and might reappear in an episode as the tailor or a cook. The kids are always trying to find ways to help him to be brave.

The Pirate Dinosaurs

(THE BADDEST BADDIES)





CAPTAIN T REX



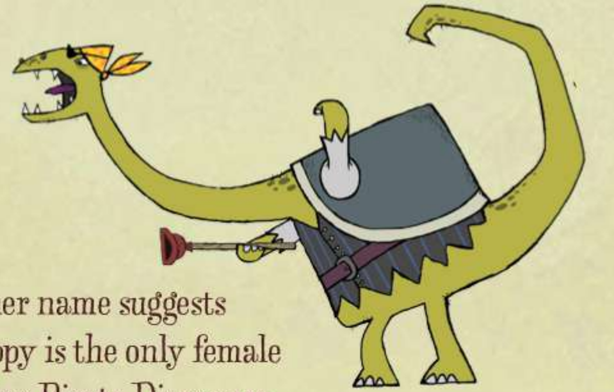
Captain T Rex is the leader of the 'baddest baddies', those 'rotten reptiles', the Pirate Dinosaurs. He is erudite, well spoken and well dressed. But he's also the biggest baddie and meanest meanie. He is two-faced and dishonest. He throws tantrums, is greedy, lies, cheats and has terribly bad table manners.

He is a highly comic character, ridiculously vain and cowardly. But he's not quite as stupid as the others, which makes him more dangerous.





DIPPY



Dippy (the Diplodocus) – as her name suggests Dippy is intensely stupid. Dippy is the only female Pirate Dinosaur. Like the other Pirate Dinosaurs she is a grown-up who behaves like a naughty child. She is a highly comic character, ridiculously stupid and usually second on the scene after Stig. Dippy's ridiculous questions and wrong conclusions often give away the Pirate Dinosaurs' plans and provide much of the comedy of the series.







STIG



Stig (the Stegosaurus) – is a thug and brawler and is usually first on the scene when a swashbuckle begins. He is stupid and brutish.

Both Dippy and Stig are members of the Pirate Dinosaur crew and Stig is also blindly loyal to T Rex, doing whatever he commands without question. T Rex abuses Stig's loyalty. He may push Stig into a stinky bog to test the depth then use his head as a stepping stone to get across it.



TERRY







Terry (the Pterodactyl) – is a wannabe actor. He is part of the Pirate Dinosaur crew but isn't always there as he might be flying off to an audition or below deck practising his lines. Even more cowardly than the others, Terry can fly so he often flies away from a swashbuckle. He runs acting classes for the Pirate Dinosaurs or anyone who is interested... or anyone who can't get away.

He's a 'sensitive' type, which is a problem for a Pirate Dinosaur who is supposed 'to be fierce!'



SAMPLE EPISODES



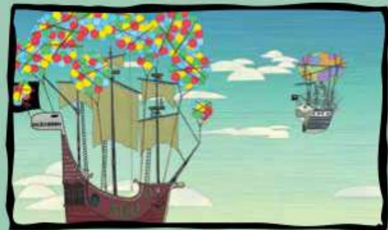
104 THUNDER ALLEY

In notorious 'Thunder Alley' a narrow straight full of dangers, the Acorn and the Pirate Dinosaur's ships collide, and their Captains are bumped onto the opposite ships. There they discover that under their new leadership, the personalities of their crews begin to change... the goodest goodies becoming sneaky and rude and the baddest baddies become brave and rise to the occasion. Once they have navigated out of the dangerous alley they have all learnt that... a *crew is only as good as its Captain.*



106 TRUE NORTH

The Goodest Goodies set out to recover Gurlgegut's Mummy's ornamental teaspoon collection, stolen by the Pirate Dinosaurs. They discover the marauding meanies have taken something even more valuable – magnetic north. Tom's off kilter compass leads them right to the Pirate Dinosaurs who are using magnetic north to collect metallic booty from other ships. Flinn and his gang, with the help from some navigationally challenged animals, capture magnetic north and restore it to its rightful home.



107 UP, UP AND AWAY!

The pirate dinosaurs' ship gets airborne when they blow up too many balloons for greedy T Rex's birthday. As they take advantage of the situation and loot pirate treasure from above, using bungee ropes, Captain Flinn takes the Acorn to the air to combat them. But the great greedy pirate dinosaurs amass way too much treasure and get stuck on a mountain top. Tom pops all their balloons, which makes them ZIP away across the sky. *Greed is NOT good.*

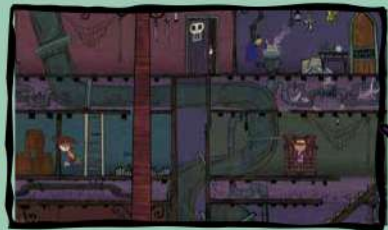


110 TOMNADO

Tom gets blown onto the pirate dinosaurs' ship in a tornado and bumps his head. This causes amnesia, which results in him thinking he's a pirate dinosaur, a Tom-osaurus no less. After joining forces with the enemy in a bitter battle to the end – where they catapult ketchup and custard at one another – Tom proves himself to be a dangerous adversary. Luckily a taste of Captain Stubble's horrible custard brings his memory flooding back.

YO-HO YO-HO-HO PIRATE DINOSAURS GO-GO-GO!





114 THE ENCHANTED SKULL

Safe and sound on Bag O' Bones Island after a busy day of pillaging, the pirate dinosaurs set aside their cutlasses and play a game of Pirate badminton. When they hear strange ghostly noises in the fading light they get frightened and call on Captain Flinn, who's ship is anchored nearby, to save them. When it turns out to be part of the stolen booty... an enchanted skull that whistles in the wind, will they learn that... crime doesn't pay?

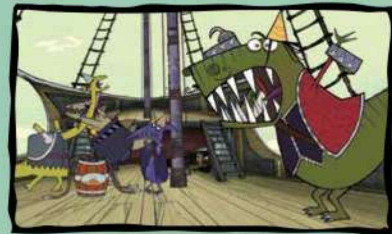
115 THE STOWAWAY

The King's annoying young son, Prince Eustace, wants to be a brave pirate and stows away on the Acorn, where he makes a huge nuisance of himself. When the pirate dinosaurs rob the Acorn, Flinn makes sure the useless Prince Eustace is part of the pirate booty, and the Prince is so unbearable that the rotten reptiles literally beg Flinn to take his ship and the Prince back again. *Everybody's good at something.*



116 LEADING LADY

Violet is kidnapped by the pirate dinosaurs and forced to be a 'damsel in distress' in Terry's play. The other pirate dinosaurs can't act, in fact they're as wooden as palm tees. But Violet is no shrinking violet, she takes over and casts herself as a Pirate Captain, a role she's been practising for all her pirate days, and she is so good that the play wins a prize at the festival of Sea Shanty. As Violet proves herself we discover that *everyone can be a leader.*



121 BABY ON BOARD

A fun treasure hunt reveals an unexpected prize. As well as a chest full of chocolate doubloons the 'goodest goodies' discover a large egg inside the treasure chest. And it's not chocolate. In fact, it hatches into a baby pirate dinosaur! When Flinn is smitten and adopts the baby, it soon becomes a monstrous toddler and causes such havoc on board the Acorn they end up returning it to its mother... a ferocious Monster-osaurus who almost eats them all!



129 RAIN, RAIN GO AWAY

It won't stop raining and both the kids and the pirate dinosaurs shelter in a cave. Unfortunately it's the same cave... and it's not big enough for both crews. Some swashbuckling leads them back out into the rain again, but it's simply too wet for fighting. Flinn proposes an alternative – a board game of 'Pirates and Pirate Dinosaurs' to settle their differences and see who gets to stay and shelter in the cave. Flinn's skills at the game prove too good and the pirate dinosaurs are very sore losers.



134 PIRATES IN A BOTTLE

The pirate dinosaurs run into a Sorcerer who shrinks them and their ship. Terry, now teensy, escapes and asks Captain Flinn for help. The Goodest Goodies go to the aid of the Baddest Baddies and get shrunk themselves. The two crews work together. Flinn and Violet get their hands on the Sorcerer's spell book and wand, and turn everyone back into regular sized pirates and pirate dinosaurs. Flinn confiscates the spell book and the wand, preventing the Sorcerer from doing any more dastardly deeds.



138 RATA-TAT-AT

The crew of the Acorn wakes to discover someone has stolen many of their precious belongings, including Flinn's Captain's hat. Assuming it's the pirate dinosaurs, they spring a surprise attack on their ship, only to discover they were wrong! The real culprits were right under their noses the whole time... a cute family of rats who have fallen on hard times. What's a 'goodest goodie' to do...? Why help them, of course! *Don't jump to conclusions.*



139 PIRATES ON ICE

Tom invents the 'Refridgi-mador' designed to cool drinks, but it does too good a job and freezes their drinks, glass and all, into blocks of ice. Tom tightens one of the screws on his machine and it slips on the deck, falling into the sea – freezing it solid. The pirate dinosaurs capitalise on this and plunder all of the ships stranded in the icy sea. Flinn and his crew steal the Baddest Baddies winter warmers and make them give back all of the stolen loot. They recover the 'Refridgi-mador' and the sun melts the sea.





Where there's wrongs that need a righting and pirates that need a fighting... we'll be there!

HURRAH!



140 DIMPOSTERS

When Flinn and his crew are arrested by the King's men for stealing treasure, they realize that another group of pirates is sailing the Seven-and-a-half Seas pretending to be them. A group of pirates with big dinosaur tails, tiny dinosaur arms, and big sharp dinosaur teeth! Before he can prove himself innocent Flinn and Violet are taken prisoner and thrown into the King's Ships' bilge, and Tom and Pearl must save them.



141 STUBBLE TROUBLE

The crew goes in search of Stubble's missing wooden spoon and accidentally finds themselves on a ghost ship, trapped inside a labyrinth filled with perplexing puzzles and baffling booby-traps, including an upside-down room and a Bermuda Triangle. Things go from bad to worse when the rotten rascally pirate dinosaurs turn up and need saving from all the booby traps.



142 WHERE'S RUSSELL?

Captain Stubble's cheeky toucan, Russell, goes missing and Stubble is heart-broken, so Captain Flinn determines to sail to the end of the Seven and a half seas to find him. They steer the Acorn after a trail of banana skins, glowing bat guano... and into the darkest jungles of Bag O' Bananas island to search for him, only to discover he has returned home to the Acorn, with a tummyache from eating too many bananas. Stubble nurses him back to health with medicinal custard.



144 WINNERS ARE GRINNERS

Flinn and the pirate dinosaurs race for the Shanty Town Cup, but Flinn and his crew are distracted when the dinosaurs keep cheating. Tom invents a 'cheater-beater', a device which reads the expression on the faces of cheaters, but is it fail-safe? Or will Flinn be caught out by it? In the end there is a most surprising result... neither the goodest goodies or the baddest baddies win! It's Gurgleguts who has entered the race in a dinghy. *It's not whether you win or lose, it's how you play the game.*



SLR TEAM

Suzanne Ryan

Suzanne is the Founder and CEO of SLR Productions; a company she established in 2002, and has executive produced 130 hours of children's content sold to 160 territories worldwide. Suzanne has 20 years experience in the television business. She is an Emmy Award winning producer, a twice recipient SPA Children's Producer of the Year winner, and the 2014 B&T Women in Media Producer of the Year winner. She is listed consecutively in the 'Who's Who of Australian Women' annual edition. Suzanne was a SPA board member for three years leading the Animation & New Media Division.

Jo Boag

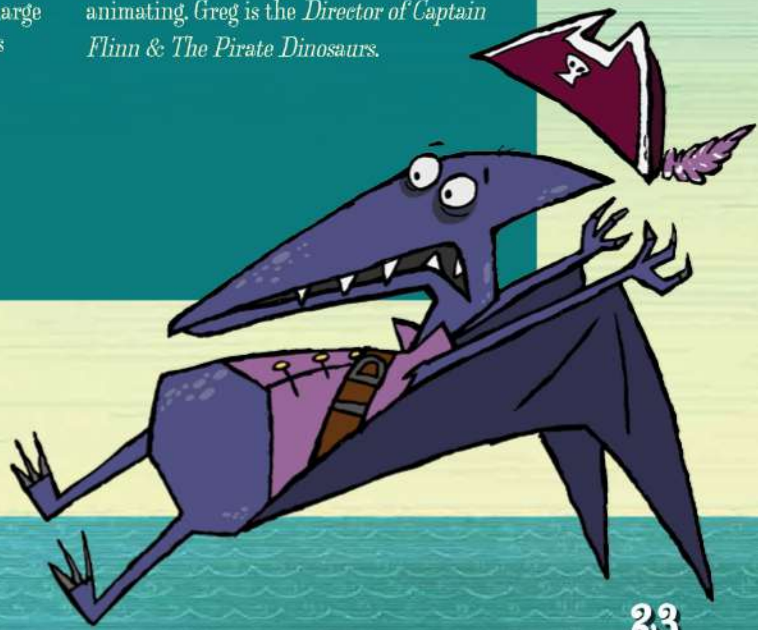
Jo is an Emmy Award winning Creative Director and the 2014 B&T Women in Media Creative of the Year winner. Jo has worked in the media industry for more than 20-years. She began her career as an Animator and moved on to designing and directing animation for television and advertising. Jo has been with SLR Productions for 10 years and is in charge of developing and overseeing the creative direction of productions. Jo works as the creative brand manager supervising more than 130 hours of content.

Melanie Alexander

Melanie has been in the industry for 18 years and teaches Writing for Children's Television at the Australian Film, TV and Radio School. She is a highly acclaimed children's television writer for many award winning series. She is also holds a degree in teaching. Melanie has been at SLR for five years where she is in charge of writing and development on all its productions.

Greg Ingram

Greg is a leading animation industry veteran and his career spans over 40 years in the animation business working in Australia, Germany and Asia. Working on several feature films, TV series and commercials ranging from producing, directing, supervising, storyboarding and animating. Greg is the *Director of Captain Flinn & The Pirate Dinosaurs.*



SLR Productions

Established in 2002 by CEO, Suzanne Ryan, SLR is recognized for creating and producing successful international brands such as the newly adapted UK picture books Captain Flinn and The Pirate Dinosaurs, the drama series Sam Fox: Extreme Adventures, the acclaimed classic preschool property, Guess How Much I Love You™, the animated adventure comedy series The Skinner Boys - Guardians of the Lost Secrets and the Emmy Award winning animated series I Got a Rocket™. SLR's passion is to make creative, adventurous, imaginative and exciting programmes for audiences worldwide.

The company has produced more than 130 hours of content across 160 territories worldwide. With its highly experienced development and production teams, SLR partners with major broadcasters, producers, distributors, publishers and creative.

Telegael Teoranta

Telegael is one of Europe's leading animation and television production houses. Established in 1988, the multi-Emmy® and IFTA award winning studio works with international producers, distributors and broadcasters to develop, co-produce and finance animation and live-action content for the global market. Telegael's client list includes some of the biggest names in global broadcasting including Disney, Discovery Kids, France Television, Super-RTL, KIKA, BBC, Nickelodeon, PBS Sprout and Cartoon Network. Telegael has co-produced more than 650 hours of television. Telegael's productions have been distributed to over 140 territories throughout the world and have been translated into more than 40 languages.

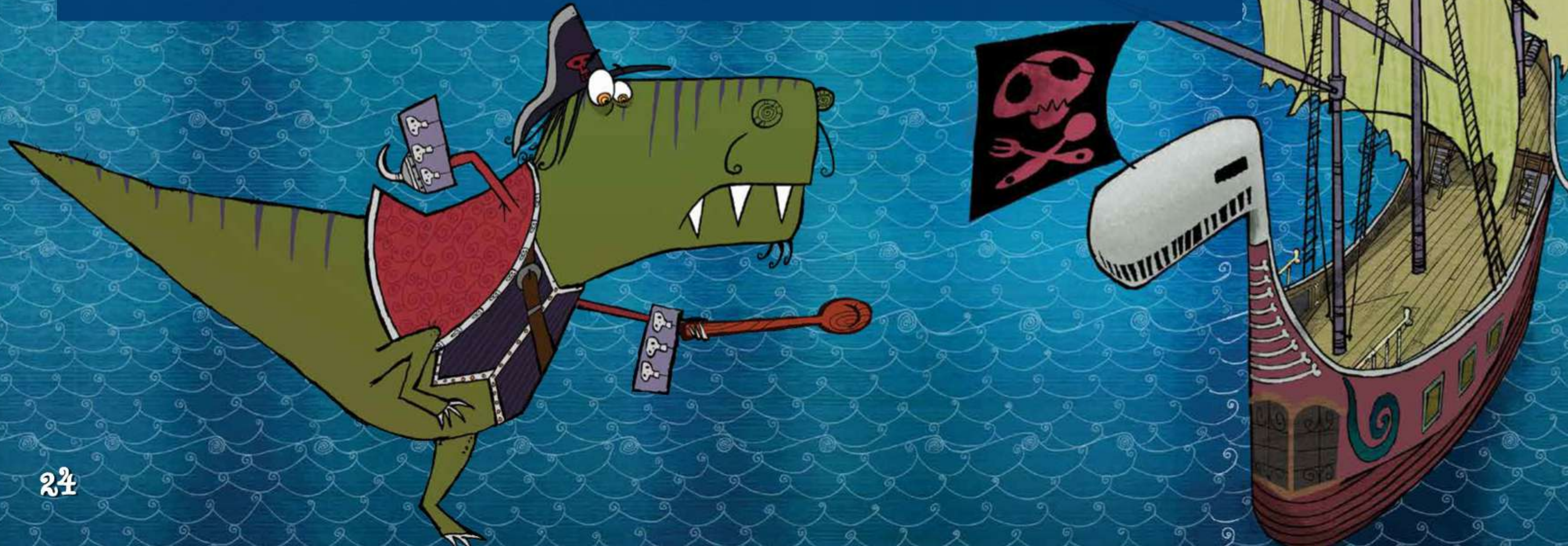
Top Draw

Wayne and Stella Dearing stand out as being the most experienced animation production team working in the industry today.

With a combined 64 years in the business, (many of them with industry heavyweight Hanna Barbera) the Dearings have seen an industry progress from an era that was pre-fax machines into the digital arena that it is today.

In 1999, Wayne and Stella established Top Draw Animation in Manila, Philippines and over the ensuing years turned a company that started in their lounge-room into one of today's leading studios. They proudly employ more than 500 of the most talented Filipinos in their Manila based state-of the-art studios and in 2014 celebrated the delivery of their 1,000th half hour under the Top Draw banner.

Top Draw currently delivers in excess of 250 half hours of television annually to blue chip producers across North America, Europe and Australia.





Heave ho me hearties, man the poopswain, lower the dirty sheets and set sail for the Sea of Excitement!

Channel Nine

The Nine Network is a leading television network throughout Australia with operations in Sydney, Melbourne, Brisbane, Perth and Adelaide as well as in regional Northern New South Wales (through its ownership of NBN) and Darwin as well as agreements with other regional operators.

The Nine Network's content includes a combination of strong locally produced programs and exclusive international content arrangements including news, current affairs, sporting events, entertainment and lifestyle programs.

The Nine Network broadcasts leading shows including The Voice, The Block, Big Brother and leading sports broadcasting content from the National Rugby League and Cricket Australia.

The Nine Network's primary channel (Channel Nine) is complemented by two secondary digital channels: GO! and GEM.

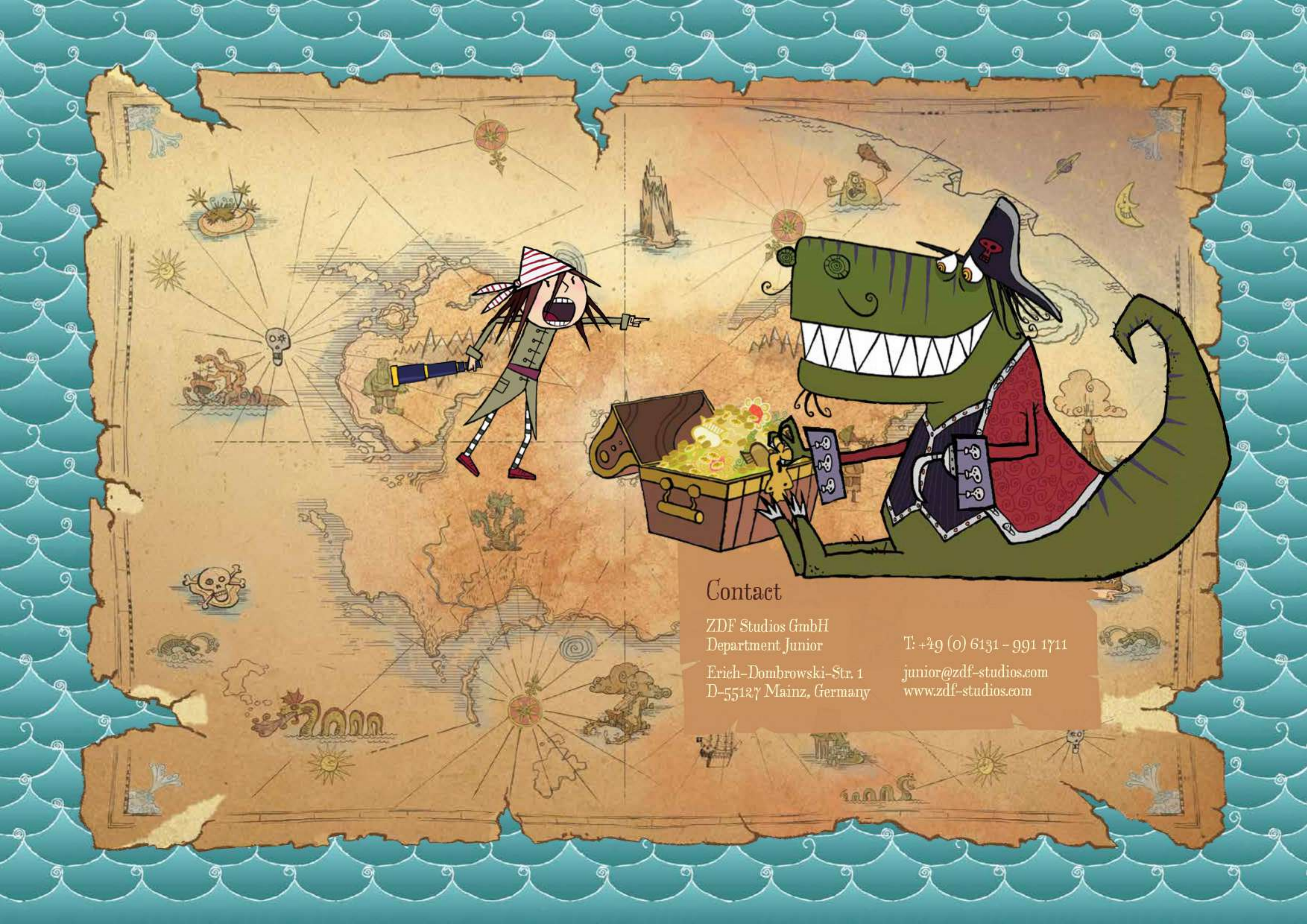
ZDF Studios

ZDF Studios was foundes in 1993 and is a 100% private subsidiary of ZDF, one of the biggest and most renowned television broadcasters in Europe. ZDF Studios deals with worldwide program sales, international coproductions, marketing, licensing and merchandising of strong program brands.

Junior

Junior is the kids', youth and family department within ZDF Studios. Junior covers every step in the realization of successful TV productions, from the genesis and content development to production, or from the sales of TV licenses and merchandising rights to online rights and more.





Contact

ZDF Studios GmbH
Department Junior

Erich-Dombrowski-Str. 1
D-55127 Mainz, Germany

T: +49 (0) 6131 - 991 1711

junior@zdf-studios.com
www.zdf-studios.com